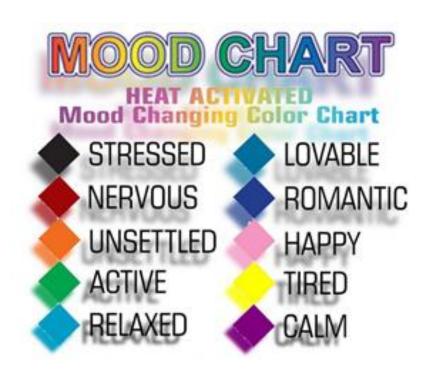
**Directions**: Use the Hub and other simulations to find the RGB values that make the colors of the Mood Ring. Fill the values into the chart and the code.



| Color     | RGB Value |
|-----------|-----------|
| Black     | 000       |
| Red       |           |
| Orange    |           |
| Green     |           |
| Turquoise |           |
| Cyan      |           |
| Blue      |           |
| Pink      |           |
| Yellow    |           |
| Purple    |           |

If t<24 Then Send "SET COLOR 0 0 0" DispAt 5,"You are STRESSED" Elseif 24≤t<25 Then Send "SET COLOR " DispAt 5,"You are NERVOUS" Elseif 25≤t<26 Then Send "SET COLOR \_ \_ \_ DispAt 5,"You are UNSETTLED" Elseif 26≤t<27 Then Send "SET COLOR \_ \_ \_ " DispAt 5,"You are ACTIVE" Elseif 27≤t<28 Then Send "SET COLOR \_ \_ \_ " DispAt 5,"You are RELAXED" Elseif 28≤t<29 Then Send "SET COLOR \_ \_ \_ " DispAt 5,"You are LOVEABLE" Elseif 29≤t<30 Then Send "SET COLOR \_ \_ \_ " DispAt 5,"You are ROMANTIC" Elseif 30≤t<31 Then Send "SET COLOR \_\_\_\_" DispAt 5,"You are HAPPY" Elseif 31≤t<32 Then Send "SET COLOR " DispAt 5,"You are TIRED" Elseif t≥32 Then Send "SET COLOR \_ \_ \_ " DispAt 5,"You are CALM" Endif

**Directions**: Use colored pencils that match the mood color to draw in the inequalities used in the code above.

